

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	5	"766859".ap.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 09:56
L2	18	("20020044152" "20020097270" "20050052462" "20050099321" "5880735" "6361438" "6369830" "6587784" "6658375").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:28
L3	119358	transparen\$2 same object	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L4	5879	I3 and visibility	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L5	523	I3 and (visibility same appearance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L6	77	I3 and (visibility same appearance same (determin\$3 detect\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:41
L7	285	hid\$3 with (object graphic) with transparen\$2	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:43
L8	69	I7 same display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 08:14

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L9	107	715/768.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 08:14
L10	96	("6178545" "5671345" "5740440" "5920868" "6240361" "5233687" "5276816" "5317140" "5394521" "5533183" "5548705" "5574836" "5684988" "5737554" "5886705" "5894580" "5912665" "5953017" "6104393" "6201996" "4254490" "4257045" "4355381" "4385294" "4874164" "4875302" "4903202" "4905148" "5023722" "5322175" "5351064" "5396258" "5430457" "5455903" "5471596" "5491820" "5515496" "5537630" "5539870" "5548703" "5566287" "5568598" "5592187" "5604907" "5619638" "5644334" "5657221" "5664182" "5666517" "5668846").pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 10:00


Terms used hidden objects on a display transparency

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1 A method of interactive visualization of CAD surface models on a color video display



Peter R. Atherton

August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques SIGGRAPH '81**, Volume 15 Issue 3

Publisher: ACM Press

Full text available:  pdf(987.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

To introduce rendered surface display technology into the production design environment, many CAD operations envision a single color video display device for download processing of selected model pictures. Creation of a single image from a typical industrial CAD model involving a large number of higher order curved surfaces will normally require a minimum of several minutes' delay for data acquisition and visible surface computation. This paper describes a method that extends ...

Keywords: Color video display, Computer graphics, Computer-aided design, Depth buffer, Geometric modeling, Hidden surface removal


2 Three-dimensional medical imaging: algorithms and computer systems



M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available:  pdf(7.38 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

3 Visualization: Tumble! Splat! helping users access and manipulate occluded content in 2D drawings



Gonzalo Ramos, George Robertson, Mary Czerwinski, Desney Tan, Patrick Baudisch, Ken Hinckley, Maneesh Agrawala

May 2006 **Proceedings of the working conference on Advanced visual interfaces AVI '06**

Publisher: ACM Press

Full text available:  pdf(278.55 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Accessing and manipulating occluded content in layered 2D drawings can be difficult. This paper characterizes a design space of techniques that facilitate access to occluded content. In addition, we introduce two new tools, Tumbler and Splatter, which represent


Terms used transparent objects

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1 [Sketches: fun with lasers: Tomographic reconstruction of transparent objects](#)



Borislav Trifonov, Derek Bradley, Wolfgang Heidrich

July 2006 **ACM SIGGRAPH 2006 Sketches SIGGRAPH '06**

Publisher: ACM Press

Full text available: [pdf\(60.78 KB\)](#) Additional Information: [full citation](#), [references](#)

2 [Reconstruction and rendering: Efficient light scattering through thin semi-transparent objects](#)



Jeppe Revall Frisvad, Niels Jørgen Christensen, Peter Falster

November 2005 **Proceedings of the 3rd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '05**

Publisher: ACM Press

Full text available: [pdf\(342.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper concerns real-time rendering of thin semi-transparent objects. An object in this category could be a piece of cloth, eg. a curtain. Semi-transparent objects are visualized most correctly using volume rendering techniques. In general such techniques are, however, intractable for real-time applications. Surface rendering is more efficient, but also inadequate since semi-transparent objects should have a different appearance depending on whether they are front-lit or back-lit. The back-lit ...

Keywords: cloth rendering, global illumination, optically thin media, real-time rendering, semi-transparent surfaces

3 [Session: Contrasting fragmented objects with uniform transparent object references for distributed programming](#)



Peter Dickman, Mesaac Makpangou, Marc Shapiro

September 1992 **Proceedings of the 5th workshop on ACM SIGOPS European workshop: Models and paradigms for distributed systems structuring EW 5**

Publisher: ACM Press

Full text available: [pdf\(626.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The fragmented object model is compared with the more usual paradigm of uniform transparent references to objects in a distributed system. Having considered both models in terms of a variety of issues, the impact on system builders and application programmers is briefly noted. Although the fragmented object model is somewhat more powerful, in particular in its support for replicated objects, it is also more costly. The possibility of combining the two models to form a new hybrid is considered.

February 13, 2007

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objects, making one transparent to
display hidden object

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Search Hints

- Engenium's Semetric query engine is an advanced conceptual search engine, documents regardless of structure, content, or length. Semetric moves search keyword queries by inferring the meaning of words based on the context in which they are used. Not only are conceptual relationships measured between words, but also the entire document is considered to return the most relevant matches available.
- Queries to Semetric have neither a specific syntax nor reserved-word operators. A query is one or more phrases or sentences that describe the desired concept. A simple query is an appropriate Semetric query. A phrase such as "**semiconductor fabrication**" or "**wireless interoperability specification**" are better examples. To a point, the more descriptive information the better. A query could comprise an entire document, such as "**A flip-chip technology, denominated as DDF (Downset Flip-Chip) technology, is characterized by the forming of a hole in the substrate, and by the use of an array of solder bumps over the semiconductor chip and an array of recessed solder-bump pads of a tapered conical shape over the bottom surface of the device hole for mounting the semiconductor chip to the substrate**" (from US Patent #6,507,119).
- Note that while all documents are presented to the Semetric engine, at present only European documents are reliably indexed.

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Result # 1 Relevance:  **Architecture for Container Display Expansion**

1994-07-01

IPCOM000113227D

English

Disclosed is a general structure for a standard user interface architecture for displaying number of objects of different classes within a container object.

Result # 2 Relevance:  **Object Editor**

1990-03-01

IPCOM000099958D

English

This disclosure identifies a product and a technology which allow the user to manage ar object classes and objects in a network- insensitive manner. The Object Editor is a facil work in a terminal-independent fashion and support the primitive ...

Result # 3 Relevance:  **Direct Manipulation Control for Container Display Sorting**

1994-12-01

IPCOM000114468D

English

Disclosed is a direct manipulation control for sorting which can act upon a generic cont and does not require that the object be selected.

Result # 4 Relevance:  **Tool for Display and Traversal of Network or Hierarchical Information**

1996-11-01

IPCOM000118199D

English

Complex network or hierarchical information, typically found in design or network man is difficult to display and navigate because of the large number of nodes of similar type displayed simultaneously.

Result # 5 Relevance:  **Stapler Object**

1995-04-01

IPCOM000115370D

English

The stapler object is an icon on the workstation that will accept other objects. dropped (object is dropped on the stapler, the object is appended to the end of any other objects contained within the stapler object. The stapler object can be emptied ...

Result # 6 Relevance:  **Controlling the Editing and Location of Like Objects in an Integrated E**

1984-10-01

IPCOM000043957D

English

Tying all objects to a higher structure called an object set allows an editor to control ed objects and present only those objects for creation that are valid within a given locatio is used to represent a grouping of one or more like data ...


Result # 7 Relevance: **Providing Virtual Classes for Discrete Objects without the need for Su**

1993-04-01

IPCOM000104527D

English

A method for adding properties and behaviors to existing classes and objects, without r subclassing, is disclosed.

Result # 8 Relevance: **Method for Preventing Overlaid Objects**

1993-05-01

IPCOM000104759D

English